

The diagram illustrates a client-server architecture. On the left, a box labeled "user's computer" contains four components: a "browser" (represented by a rectangle), an "interpreter for downloaded scripts" (represented by a rectangle), a "browser plug-in" (represented by a rectangle with a dotted pattern), and a "CD player" (represented by a circle). A jagged line labeled "HTTP connection" connects the "browser" component to a "server" box on the right. The "server" box contains five components: "HTML documents" (represented by a rectangle), "downloadable scripts" (represented by a rectangle), a "database access program" (represented by a rectangle), a "database" (represented by a cylinder), and a "CD player" (represented by a circle). Arrows indicate the flow of data: a double-headed arrow connects "HTML documents" and "downloadable scripts"; a single-headed arrow points from "HTML documents" to "downloadable scripts"; a single-headed arrow points from "downloadable scripts" to "database access program"; a double-headed arrow connects "database access program" and "database"; and a single-headed arrow points from "database access program" to "CD player".

Figure 1

200 ~

establish correspondence betw. groups of frames & segments of audio

205 ~

play current
frame

210 ~

determine audio
recording play
position

215 ~

Is audio
recording play
position in segment
corresp. to next
frame?

230 ~

yes

advance current
frame to next frame

no

220 ~

compute frame #
of frame correspond-
ing to current audio
play position

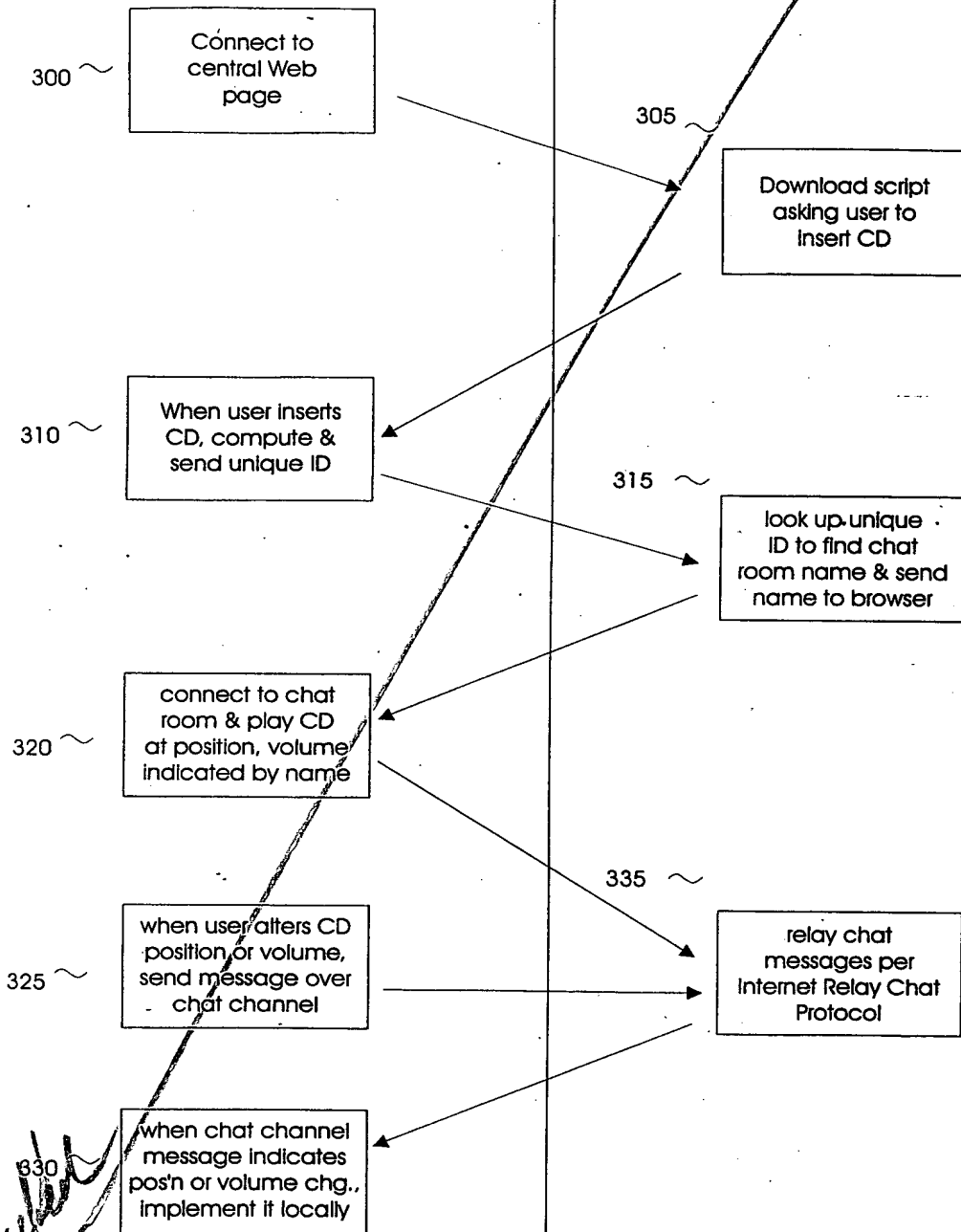
225 ~

advance current
frame to computed
frame #

Figure 2

BROWSER

SERVER



Cancelled

Figure 3